

METHOD AND SYSTEM FOR REAL-TIME RENDERING WITHIN A GAMING ENVIRONMENT

ABSTRACT OF THE DISCLOSURE

5 A method and system for real-time rendering within a gaming environment.

Specifically, one embodiment of the present invention discloses a method of rendering a local participant within an interactive gaming environment. The method begins by capturing a plurality of real-time video streams of a local participant from a plurality of camera viewpoints. From the plurality of video streams, a new view synthesis technique
10 is applied to generate a rendering of the local participant. The rendering is generated from a perspective of a remote participant located remotely in the gaming environment. The rendering is then sent to the remote participant for viewing.

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